Bismarck
THE NORTH SEA CHASE™

Datasoft®

Datasoft® HOME COMPUTER SOFTWARE

CAT. NO. 1575

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Pack Ice
Large areas of ice are shown on the Map. The Pack Ice blocks sea-going.

The Destination Cross

Move the COM BOX to a Unit icon, press the Fire Button, and the COM BOX becomes a Destination Cross. Using the Joystick, move the Cross to a destination you want your Unit to head for. From then on, whenever you place the COM BOX on that unit, the Destination Cross appears again, showing the spot the Unit is heading for (travel time may take several game hours).

You can tell if a Unit has reached its destination, because the Cross no longer appears when the COM BOX is placed on that Unit.

Speed

Air Speed: Swordfish torpedo planes travel 60 knots per hour.
High Sea Speed: Most ships travel at 30 knots per hour.
Medium Sea Speed: Older ships and damaged vessels move at 20 knots per hour.
Slow Sea Speed: Convoys and severely crippled ships chug along at 15 knots per hour.

Naval Strength

The British and German sides have different naval strengths. The following chart shows the **Types** of ships in each navy (abbreviated), the **Defense Value** of each ship (how much damage can be inflicted before the ship sinks), the **Gun Power** of each ship (how many big guns are on board), and the **Speed** (high or low) at which each vessel operates.

NOTE: When using the Action Screen (illustrated later in the manual), the hits against a vessel appear as percentage points, *not* as **Defense Value** points.

Types of Ships

BB: Battleship	**CV:** Aircraft Carrier	**CH:** Heavy Crusier
CL: Light Cruiser	**DD:** Destroyer	**ME:** Merchant

BRITISH	TYPE	DEFENSE VALUE	GUNS	SPEED
King George V	BB	200	9	H
Prince of Wales	BB	190	9	H
Hood	BB	170	10	H
Rodney	BB	180	13	H
Renown	BB	150	10	H
Ark Royal	CV	60	2	H
Victorious	CV	60	1	H
Norfolk	CH	60	3	H
Suffolk	CH	60	3	H
Dorsetshire	CH	60	3	H
2nd Cruiser Squad	CL	30	2	H
Arethusa	CL	30	2	H
Birmingham	CL	30	2	H
Manchester	CL	30	2	H
4th Destroyer Flot.	DD	15	1	L
Convoy 1-4	ME	90	1	L
GERMAN				
Bismarck	BB	255	11	H
Prinz Eugen	CH	75	3	H

Air Strength (British & German)

Ark Royal Strike Group (Aircraft Carrier):	9 Swordfish
Victorious Strike Group (Aircraft Carrier):	9 Swordfish
Coastal Command (British Air Base):	15 Swordfish
Luftwaffe Sea Group (German Air Base):	15 Medium Bombers

Searching For The Enemy

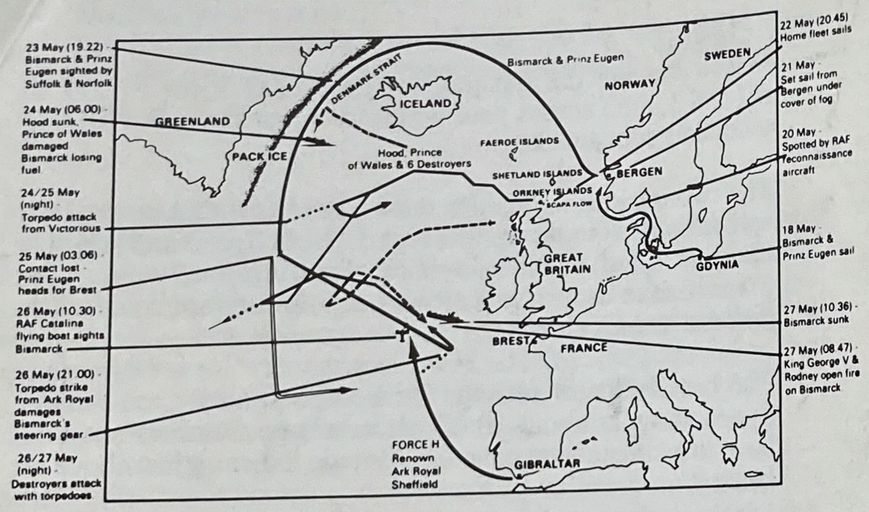
You can't destroy the enemy if you can't see him! There are three types of search, listed below.

1. **Daytime:** The possibility of finding a ship depends on the weather, speed, and evasiveness of the pursued.

2. **Night:** Night pursuit involves the same restrictions as Day pursuit, except the task is made more difficult by the natural restrictions of darkness. You can have no airsearch or airstrikes at night!

3. **Action Screens:** If your ship or aircraft is equipped with radar, these are accessed from the Action Screens (you can still rely on human vision, as well). If the enemy is within range, he shows up as a blip.

THE FIRST AND LAST VOYAGE OF THE BISMARCK



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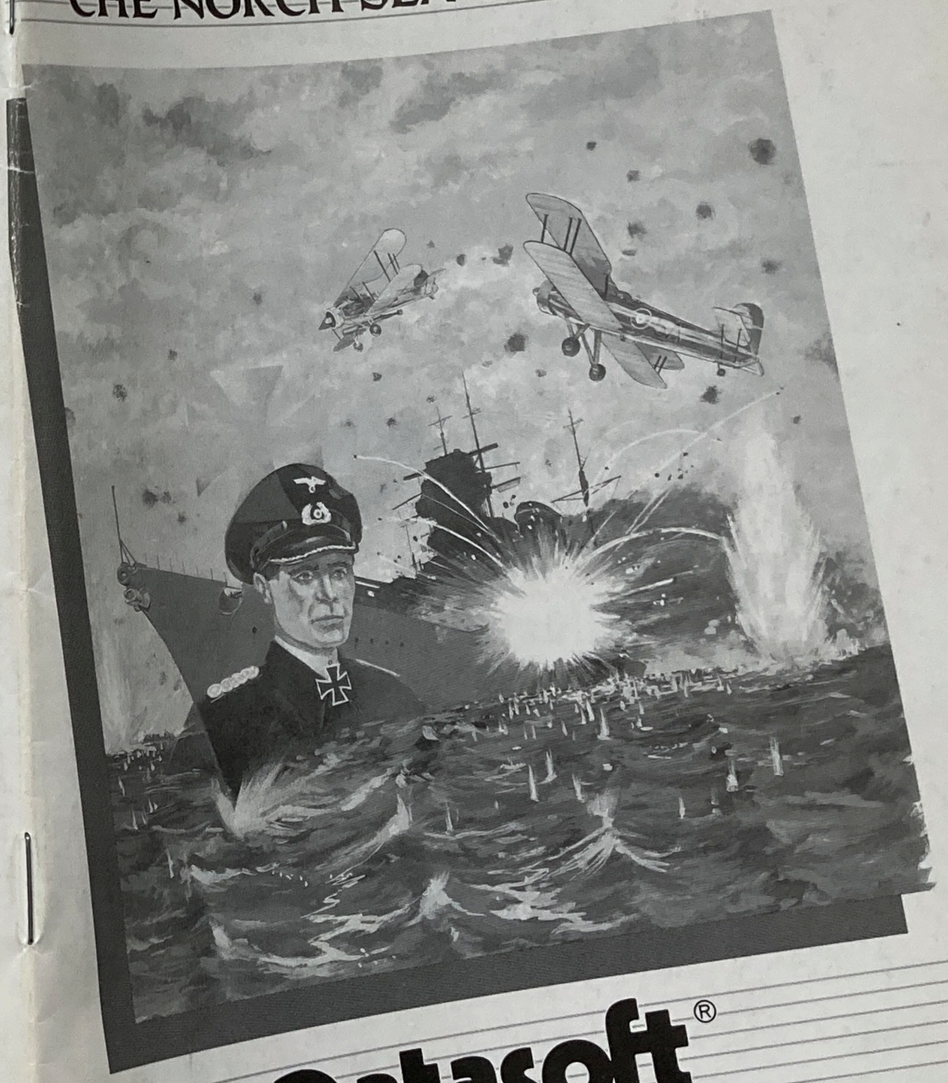

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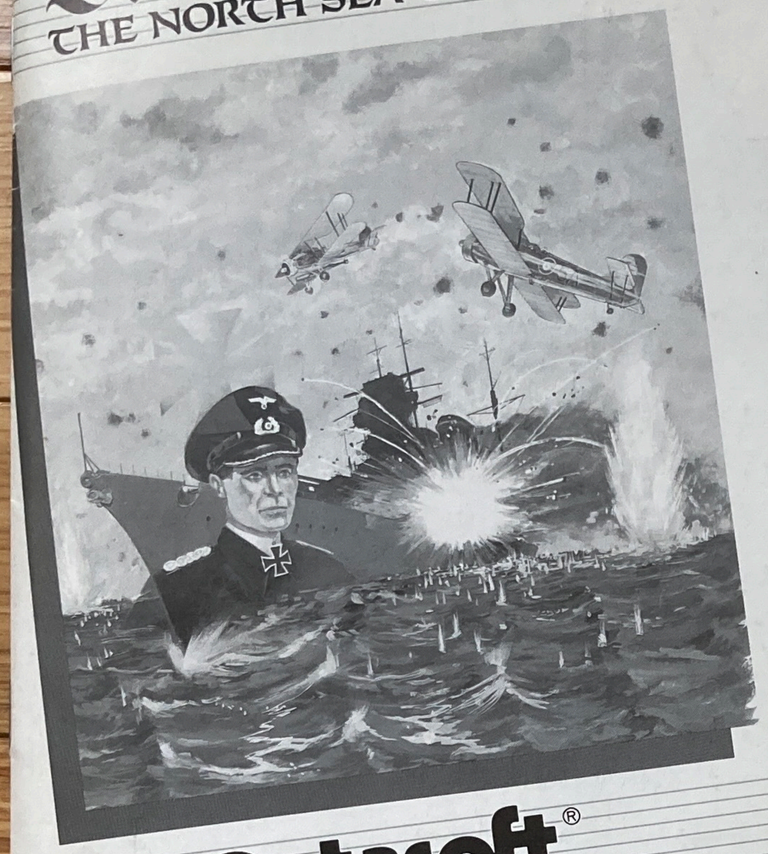

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